

EXHIBIT 8



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Queueing

Overview

Queueing allows partner applications to better integrate with Cast by providing the following features:

- Support of Google's and partner's [cloud queue implementation](#) so externally stored and created queue can be directly loaded into Cast devices.
- Mechanisms that allows pagination of items in the queue rather than loading everything at once.
- Support for new messaging such as going to the next item, the previous item, fetching a window of items, as well as getting media information related to a set of queue items.
- Better integration with the Cast eco-system such as Google Home and Google Assistant through new queueing data.
- An easy-to-use QueueManager API that allows insertion, removal, and update of queue items.

Creating a queue

Application developers can create a Web Receiver side queue by implementing [cast.framework.QueueBase](#).

Here is a basic example of a simple queue where the [initialize](#) call is overridden and then a list of queue items along with queue descriptions are provided to the Cast device.

Tip: Also see [Loading media using contentId, contentUrl and entity](#).

```
// Creates a simple queue with a combination of contents.
const DemoQueue = class extends cast.framework.QueueBase {
  constructor() {
    super();

    /**
     * List of media urls.
     * @private @const {!Array<string>}
     */
    this.myMediaUrls_ = [...];
  }

  /**
   * Provide a list of items.
   * @param {!cast.framework.messages.LoadRequestData} loadrequestData
   * @return {!cast.framework.messages.QueueData}
   */
  initialize(loadrequestData) {
    const items = [];
    for (const mediaUrl of this.myMediaUrls_) {
      const item = new cast.framework.messages.QueueItem();
      item.media = new cast.framework.messages.MediaInformation();
      item.media.contentId = mediaUrl;
    }
  }
}
```